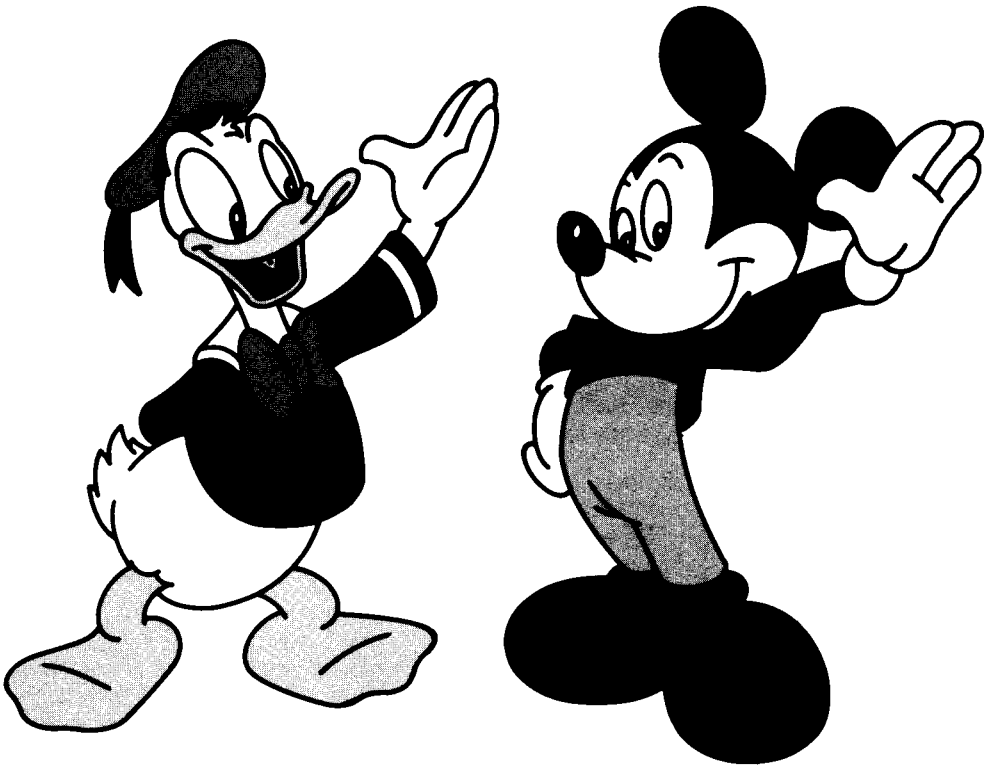


**Disney**  
PRESENTS  
**CARTOON CLASSICS**

**VCR BOARD GAME**



**FOR 1 TO 3 PLAYERS**

©THE WALT DISNEY CO.

## NOTE TO PARENTS

Younger children and first-time players will need your help when playing *Disney Cartoon Classics VCR Game*. The first time your child plays, just watch the video. Save the game for later.

After your child becomes familiar with the sights and sounds on the tape, introduce the game. And be patient. With repeat play, your child may soon be showing you how to play.

## CONTENTS

- 1 VHS Video Tape
- 3 Two-Sided Gameboards
- 48 Character Tokens
- 2 Decks of 30 Cards
- 1 Deck of 24 Cards
- Instruction Book

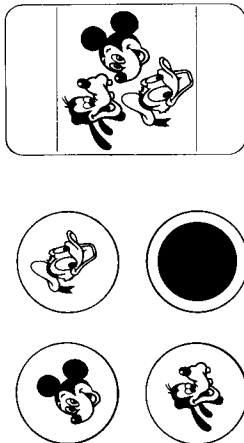
## THE GAMES ON YOUR TAPE

There are 3 games on the video tape. Game 1 is *Mickey's Bingo*. Game 2 is the *Feeling Ducky Game*. Game 3 is the *Every Which Way Game*. The games are shown on the tape in this order. Time for set-up is given before each game begins.

## GAME 1: MICKEY'S BINGO

**OBJECT:** Match your cards and get 4 tokens-in-a-row. Get two rows of 4 tokens and win the game.

## GAME PARTS NEEDED TO PLAY

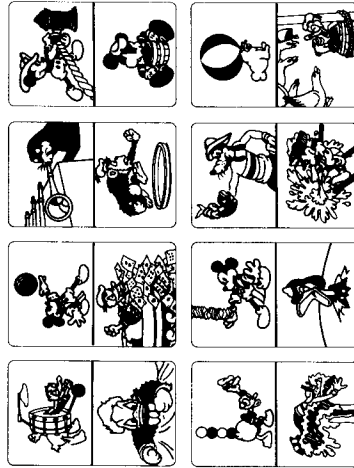


Token Sets

Deck of Cards  
With Blue Borders

## SET-UP

1. Place the cards FACEDOWN and mix them up.
2. Pick ANY 8 cards and place them faceup on the table in front of you, in 2 rows of 4 cards each, as shown in the example below. All players do the same. Place any remaining cards out of play.



**Take a look at the cards:** Each of the cards shows 2 pictures. When you make a match, a token is placed only on the card half that matches the visual clue on the screen.

3. Each player takes one set of character tokens. Each set contains 16 tokens: 15 matching character tokens, either Mickey Mouse, Donald Duck or Goofy; and 1 blank token. Turn your tokens with the Disney character and the blank token FACEDOWN and mix them up so you

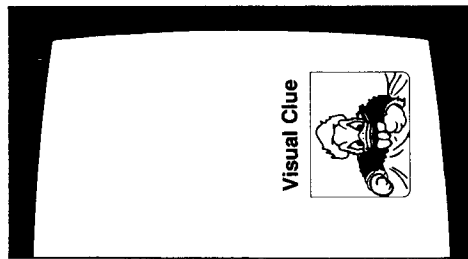
don't know where the blank token is. All players do the same.

4. When you're ready to play, follow the manufacturer's instructions for operation of your VCR. Insert the video tape into your VCR and press play.

## GAME PLAY

### A quick look at the game

Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right hand side of the TV screen. Watch the screen, listen for the tone, and try to match the visual clue on the screen with one of the cards in front of you.



## WINNING THE GAME

Continue listening for the tone and matching clues to pictures until a player makes 2 rows of 4-tokens-in-a-row and wins the game. When this happens the game is over. The 4-tokens-in-a-row can be in horizontal rows, vertical rows, or a combination of both.

**The game play in detail**

1. All players play simultaneously.

2. **When the tone sounds**, pick up 1 of your character tokens.

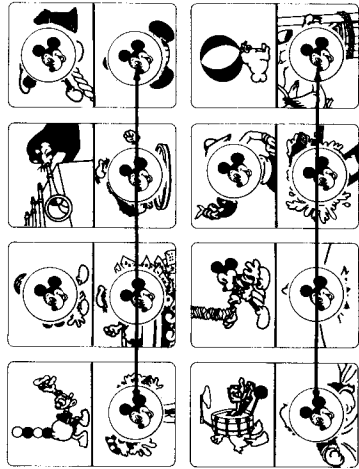
3. **When a clue appears**, look at the clue and try to find a matching picture on the cards in front of you. If 1 of the pictures on your cards matches the visual clue, place a token FACEUP on the card over the picture. If you do not have a match, return the token FACEDOWN with your other tokens and wait for the next clue.

**NOTE:** You may have more than 1 matching picture on your cards. If this happens, place a token on every matching picture.

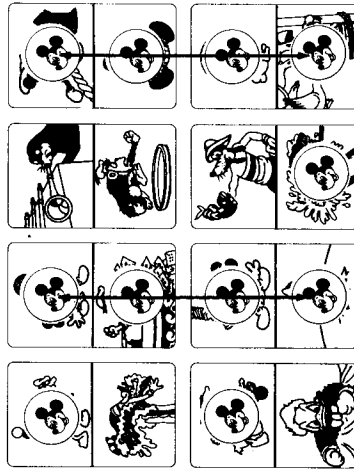
**The no-match token:** Each set of character tokens has 1 blank token. If you pick up this token, you lose a chance to make a match. You cannot place this token on a card, even if you can match the visual clue that is shown. Return this token FACEDOWN with your other tokens and wait for the next visual clue.

**HINT:** Try to remember where you place this token so you will not draw it again.

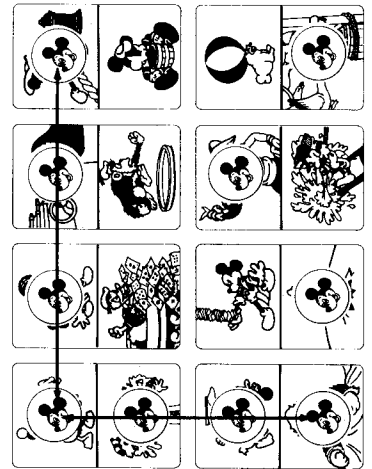
## WINNING GAME EXAMPLES



Horizontal Rows



Vertical Rows



Combination

*In case of a tie:* More than 1 player wins the game.

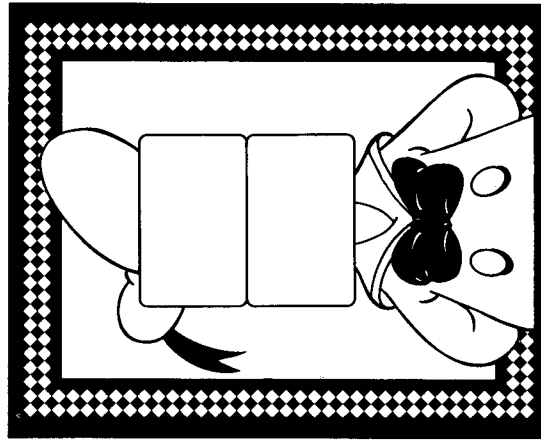
## ONE-PLAYER GAME

Play the game as described on pages 2 and 3. Try to get more than 2 rows with 4-tokens-in-a-row before the game ends.

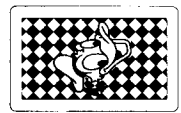
## GAME 2: FEELING DUCKY

**OBJECT:** Collect the most Donald tokens by making the most matching Donald Duck faces.

### GAME PARTS NEEDED TO PLAY



Gameboards



Donald Blue Check Cards



Donald Red Check Cards



Donald Tokens

## SET-UP

1. **Take a look at the cards:** The cards with the blue check backs show Donald's eyes. The cards with the red check backs show Donald's mouth. Turn both sets of cards **FACEDOWN** so you cannot see the eyes and the mouths. Then mix them up and scatter them within easy reach of all players.



Mouth Card



Eye Card

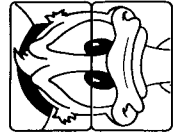
2. Each player takes 1 gameboard and turns it Donald-side-up.

3. Place the Donald tokens in a pile within reach of all players.

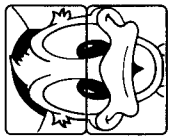
4. When you're ready to play, follow the manufacturer's instructions for operation of your VCR. Insert the video tape and press play.

## GAME PLAY

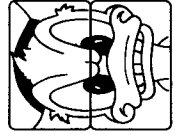
**A quick look at the game**  
Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right hand side of the TV screen. Watch the screen, listen for the tone, collect cards and try to make matching Donald faces like the ones shown below.



Sad



Glad

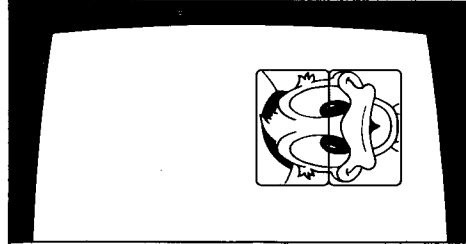


Mad

## The game play in detail

- All players play simultaneously.
- When the tone sounds, pick up any one of the cards and look at it.
- When a clue appears, look at the clue and see if the card you have in your hand matches the eyes or mouth shown in the visual clue on the TV screen.

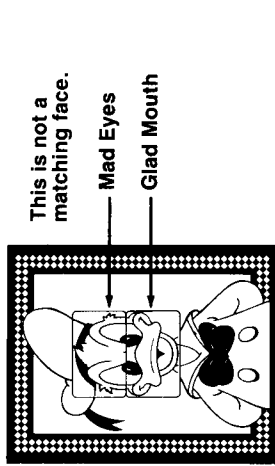
—If your card matches, take an additional card as a bonus card.  
—If your card does not match, you cannot take another card.



This is a match. Take another card as a bonus.

**HINT:** Look at the background color of your card. If it matches the background color of the visual clue, you have a match.

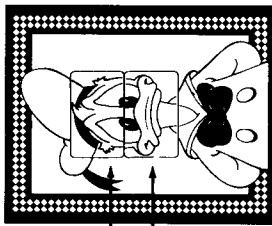
4. **Making a matching face:** As soon as you collect a card or cards, place it or them on the proper gameboard square. The blue check cards picture Donald's eyes and should be placed eye-side-up in the top square on your gameboard. The red check cards picture Donald's mouth and should be placed mouth-side-up in the bottom square on your gameboard.



This is not a matching face.

Mad Eyes

Glad Mouth



Sad Eyes

Sad Mouth

This is a matching face.

**IMPORTANT:** You might have to collect several cards to make a matching sad, glad or mad face. As you collect more eye and mouth cards, pile them one on top of the other in the proper place on your gameboard until you make a matching face.

**HINT:** The background color on the eyes and mouth are the same when you make a matching face.

**5. How to collect Donald tokens:** When you make a matching face with your Donald cards—eyes and mouth that make a glad, sad or mad expression—collect 1 Donald token. After you collect a token, pick up ALL the cards on your gameboard, mix them up and return them **FACEDOWN** with the other scattered cards.

**NOTE:** If you run out of Donald tokens during the game, use the Mickey tokens.

**6. Keep collecting cards, making matching Donald faces and collecting tokens until the game ends.**

## WINNING THE GAME

When the game ends, players count how many tokens they have. The player with the most tokens wins the game.

**In case of a tie:** More than one player wins the game.

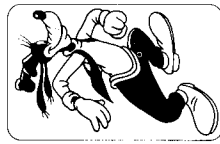
## ONE-PLAYER GAME

Play as above trying to make at least four matching faces before the game ends.

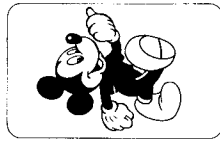
## GAME 3: EVERY WHICH WAY

**OBJECT:** Be the first player to place all your cards on the gameboard.

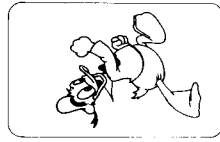
## GAME PARTS NEEDED TO PLAY



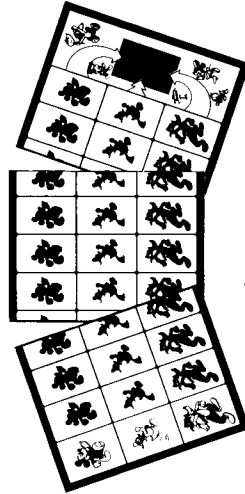
Green Goofy Cards



Blue Mickey Cards



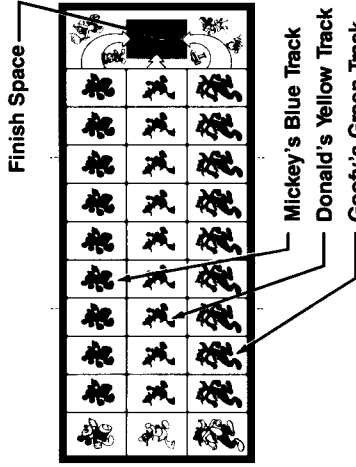
Yellow Donald Cards



3 Gameboards

## SET-UP

**1. Take the 3 gameboards and turn them to the side that shows the blue, yellow and green tracks. Place them side by side as shown on page 7.**



Finish Space

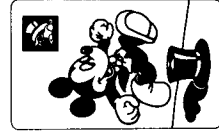
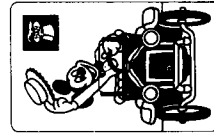
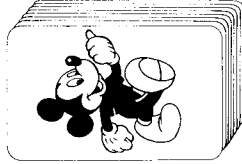
Mickey's Blue Track

Donald's Yellow Track

Goofy's Green Track

**2. Choose a deck and a track:** Choose a deck of 10 cards with either Mickey, Donald or Goofy backs. The background color on the back of your cards matches the gameboard track you will use when playing the game. All players do the same.

**3. Place your cards in a pile FACEDOWN in front of you. Turn the top 2 cards FACEUP and place them next to the pile, as shown below. Each player does the same.**



**4. When you're ready to play, follow the manufacturer's instructions for operation of your VCR. Insert the video tape and press play.**

## GAME PLAY

### A quick look at the game

Approximately every 30 seconds, a tone will sound. Then a visual clue will appear in the lower right hand side of the TV screen. Watch the screen, listen for the

tone, match the positions of the characters on your cards to the clues on the screen and place a matching card on your gameboard track.

### The game play in detail

- All players play simultaneously.
- When the tone sounds, look at the visual clue. The clue shows a rabbit in either an Over, Under or In position.



Over



Under



In

You will see 1 of these 3 visual clues on the screen.

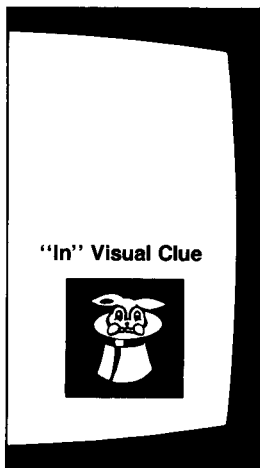
- Look at your cards and try to match 1 of your 2 FACEUP cards with the clue. The pictures on your cards will show Disney characters in Over, Under or In positions.

**HINT:** You can tell which cards match the visual clue by looking in the upper right hand corner of each card. The matching visual clue is shown.

—If you have a match, take the matching card and place it on your gameboard track.

—If you don't have a match, you cannot place a card on the gameboard. Wait for the next visual clue to try and make a match.

**NOTE:** You can only match 1 card for each visual clue, even if both your faceup cards match.



Can you find the matching card?



This is a match



This is not a match



**Where to place matching cards on the gameboard:** Place your first matching card on your gameboard track in the square next to your character's full-color picture. Place subsequent matching cards

after the first card, 1 card per square, on your track. Keep placing cards, one next to the other, until you have filled your gameboard track.

4. Each time you place a card on the gameboard, turn another card from your pile faceup. You **MUST** have 2 cards **FACEUP** at all times.

5. Keep listening for the tone, making matches and placing cards on the gameboard until you have filled all 9 spaces on your gameboard track.

## WINNING THE GAME

After you fill up your gameboard track with 9 cards, try to make a final match. The first player to match his or her final card, places it in the Finish Space and wins the game.

If no player reaches the Finish Space, the player who has the most cards on the gameboard wins.

### *In case of a tie:*

More than one player wins the game.

## ONE-PLAYER GAME

Play as above trying to place all your cards on your gameboard track before the game ends.

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